

ROCKY™

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Now, there are no limits.®

SEGA®

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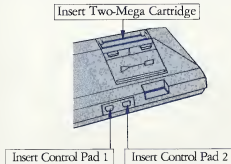
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ROCKY™ cartridge in the power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For 1 Player: Press Button (1) on Player 1 control pad.

For 2 Players: Press Button (2) on Player 2 control pad.



The Event

After months of hard training and sacrificing everything for this moment, Rocky is about to enter world class boxing with some of the toughest contenders the ring has ever known.

And you can play the courageous Rocky, or one of his notorious opponents in this battle for the title and the glory.

You'll have to play aggressively and never falter, because one good punch could mean the end for you. Or, it could mean the knockout you've been playing for.

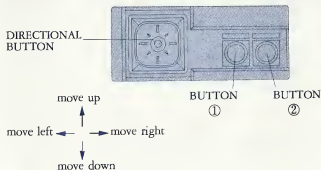


It's Blow By Blow

Before you begin playing, orient yourself with the movements and functions each button is geared to prompt. You'll have to be very quick for knockout combinations, but if you train diligently, and practice these executions; the title is yours for the taking.

Individual Functions:

Each button on your control pad will prompt a series of its own critical moves.



Your Directional Button

- (D-Button):
- Guide your fighter's footwork.
 - Determine which punch to execute.

- Button 1:
- Guard face and abdomen.
 - Duck (bend from knees).

- Button 2:
- Depending on distance between players.
- Uppercut.
 - Hook.
 - Straight-On Punch.

Now that you're familiar with the basics, here's the setup for winning blows.

Uppercut:

The uppercut can only be dealt to your opponent when there is little distance between you (less than an arm's length). When you're this close, execute uppercut.

- Press Button 2 alone and an uppercut will occur.
- Or, press D-Button up while pressing Button 2 for the same result.

Hook:

The hook can be executed in both situations: when the distance between you and your opponent is either far or near.

- When you're close, press D-Button down while pressing Button 2 for the hook.
- When you're far, press D-Button down while pressing Button 2 for the same result.

Straight-On Punch:

The straight-on punch can only be used when there is substantial distance (an arm's length or more) between you and your opponent.

- Press D-Button up while pressing Button 2 for the punch.

Guarding:

When you're on the defense, you can guard your body no matter what the distance is between you and your opponent.

- To guard your face; press D-Button up while pressing Button 1.
- To guard your abdomen; press D-Button down while pressing Button 1.
- To duck, press Button 1 alone.

Footwork:

To move your player about the ring does not really require any specific buttons for execution. It requires the right situation, because your player will be prohibited from moving unless you satisfy these conditions:

- If you are on the offense and attacking freely, your player will move according to the direction of your blows and can be guided to the left/right or forward/backward with your D-Button.
- If you are on the defense, your player will not move in the direction you want until you can guard yourself effectively (Button 1). And then, you must start dealing blows to be in control of your footwork as mentioned above.

Take Control

Meet The Fighters

There are three fighters in this game to challenge Rocky. And they're all after the same thing: to win the championship.



Apollo:

The reigning champion whose experience and strength make him nearly undeatable.



Lang:

A worthy contender whose hunger for the title is overpowering until he achieves it.



Drago:

A rank amateur from the U.S.S.R. whose spirit to win is unrivaled.

1P vs. 2P Matches:

Once you've chosen your competition, know these minor differences between the games for interesting play.

1-Player:

- During a 1-Player game, there are two levels to experience: training and the actual match.
- Training is designed against each individual opponent.
- The actual match will be between you (Rocky™) and Apollo, first; Lang, second; and finally, Drago.
- More about training to follow.



2-Players:

- During a 2-Player game, Player 1 plays Rocky™ and Player 2 can select one of the three opponent boxers.
- This game requires no training.

Time To Train

There are three separate training sessions, one before every match, to give you the exact skills you'll need to win. Because every opponent has their own deadly techniques to contend with.

How to Qualify:

The objective in training is to qualify, which is to meet the numerical limit specified on your screen. But there are advantages to over-qualifying which will promote more sophisticated boxing. Here's why.

- Rocky™ becomes energized during training to make him a more powerful fighter. So, if you beat the qualifying limit, you'll have super strength.



Time
(limited time for training)
Hit
(number of punches achieved)
Qualify
(number of punches needed to energize Rocky™ before match)

- Now, try to over-qualify and if Rocky doesn't qualify, you'll fight the match without power.

Qualifying Advantages:

Each training session will give you a specific advantage over your opponent.

Sandbag:

- This training is designed to prepare you for the match against Apollo. It is to increase your punching power and timing.
- When you over-qualify, Rocky will have faster footwork and punching speed.

Punching Ball:

- This training will prepare you for Lang and increase your punching speed, consistency and power.
- When you over-qualify, each punch will carry more power and your opponent will fall harder from every blow. This will be illustrated on his power meter, which is defined later.

Punching Mitts:

- This training will prepare you for Drago and increase the accuracy of your punch. You'll learn to watch the mitt and punch in its anticipated direction by moving your D-Button.
- When you over-qualify, you can expect a change in the number of punches needed for a combination. From the usual jab, jab, jab, then punch; now, you're making impact with jab, jab, then punch.

Skip Training:

It's possible to skip training and start the match immediately by pushing your D-Button in any direction and press Button 1 or 2 when you see the screen describing the training content.

But remember, if you skip training, Rocky will not be energized.

Box

Finally, you're in the ring and it's time to prove your worth. But first, know the score.

Power Meter:

During game play, there are two power meters which measure the strength of you and your opponent.



If you keep an eye on them during the game, you'll be able to estimate when you're likely to take a fall because your power meter will be low. Naturally, when your power meter is full, you're strong and able to withstand more punches.

Now, when your opponent's power meter is low, he's not only weak, but if you've energized well during the 1-P game, your punches will knock him out more quickly.

Interval:

- There is a one minute interval after each round. While you're resting, half of your wasted power from the previous round will be restored.



So, watch those meters, guard yourself when necessary and go for the attack when your opponent is vulnerable.

Rules and Regulations:

There are 15 rounds per game (3 minutes per round with 1 minute intervals).

The game clock indicated on the screen is three times faster than real time.

Knock-down:

- A knock-down occurs if you connect with any punch when your opponent's power meter becomes zero. Now, if this happens, the player has until the count of ten to stand before he loses the game.
- To help your player stand, press Button 1 or 2 repeatedly as you watch the count on the screen.
- Now, you've won the game if your opponent doesn't stand in time.
- If your opponent is knocked down three times during the same round, you will automatically win the game.
- If neither boxer is knocked out after the 15th round, then a winning decision will be given by the referees. The decision is based on total points earned by the end of the game. Each player's points will be flashed during intervals.
- When you've lost in a one-player game, you have the option to challenge the winner again, in a return match. This option will appear on the selection screen.

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

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